

AMENDMENTS TO THE CLAIMS

In accordance with the PTO's amendment format, a detailed listing of all claims has been provided. A status identifier is provided for each claim in parentheses following each claim number. Changes to the claims are shown by strikethrough (for deleted text) or underlining (for added text).

In the Claims:

Claims 1-28 were previously pending.

Claims 1, 4, 6-7, 9, 14, and 22 are currently amended.

No new claims are added.

Claims 5 and 21 are cancelled.

Claims 1-4, 6-20, and 22-28 are pending.

LISTING OF CLAIMS

1. (Currently Amended) A method ~~for determining bounds for~~
a display object that is displayable on a display, comprising:

establishing a tiered sizing schema that defines multiple size tiers for
display objects;

receiving an application program that: specifies one of the multiple size
tiers to associate with a generic description of a display object to be selected,
~~for each bound, defining~~ specifies a fraction of a height of a display as a
vertical location on the display ~~according to a fraction of a height of the~~
~~display;~~ , and for each bound, defining specifies a fraction of a width of the
display as a horizontal location on the display; ~~according to a fraction of a~~
~~width of the display; and~~

selecting the display object to associate with the generic description;

creating a display having an arbitrary height, an arbitrary width, an
arbitrary resolution, and an arbitrary operating system platform; and

displaying the display object on the display at the specified size tier, at
the specified fraction of the height, and at the specified fraction of the width.

~~defining a size of the display object according to a tiered sizing schema~~
~~that defines multiple sizes according to a fraction of the height and width of the~~
~~display.~~

2. (Original) The method as recited in claim 1, wherein:
the fraction of the height further comprises a percentage of the height
from a top edge of the display; and
the fraction of the width further comprises a percentage of the width
from a left edge of the display.

3. (Original) The method as recited in claim 1, wherein the fraction of the height and width of the display further comprises a percentage of the height from a top edge of the display and a percentage of the width from a left edge of the display, respectively.

4. (Currently Amended) The method as recited in claim 1, wherein the fractions bounds are defined without regard to display units associated with the display.

5. (Canceled)

6. (Currently Amended) The method as recited in claim 1, further comprising providing one or more interfaces that enable visual aspects of the display object control to be externally defined.

7. (Currently Amended) A tiered sizing schema, comprising:
a first definition for a size of a first-sized display object, the first-sized display object being defined according to [[a]] first fractions of a height and a width of a display;

a second definition for a size of a second-sized display object, the second-sized display object being defined according to second fractions of the height and width of the display; and

wherein a received application program that produces a graphical user interface adhering to the tiered sizing schema may only include uses display

objects having a size of the first-sized display object or the second-sized display object, and

wherein the first-sized display objects or the second-sized display objects are assigned to the application program for display on different displays having different heights and widths.

8. (Original) The tiered sizing schema as recited in claim 7, wherein the fraction of a height and a width of a display further comprises a percentage of the height of the display measured from a top edge of the display, and a percentage of the width of the display measured from a left edge of the display, respectively.

9. (Currently Amended) One or more computer-readable media containing computer-executable instructions that, when executed on a computer, perform the following steps:

defining a first bound of a display object to be selected and displayed on a display ~~on which the display object is displayed~~ according to a fraction of a height of the display and a fraction of a width of the display;

defining a second bound of the display object according to a fraction of the height and width of the display; ~~and~~

defining selecting a size for the display object from multiple sizes defined by a tiered sizing schema for display object sizes;

receiving an application program that specifies the first bound, the second bound, and the size;

selecting a display object to associate with the first bound, the second, bound, and the size; and

displaying the display object on different displays having different height, width, resolution, and operating system platform characteristics.

10. (Original) The one or more computer-readable media as recited in claim 9, wherein the fraction of the height of the display further comprises a percentage of the height of the display from a top edge of the display.

11. (Original) The one or more computer-readable media as recited in claim 9, wherein the fraction of the width of the display further comprises a percentage of the width of the display from a left edge of the display.

12. (Original) The one or more computer-readable media as recited in claim 9, further comprising one or more interfaces that enable visual aspects of the display control to be externally defined.

13. (Original) The one or more computer-readable media as recited in claim 9, further comprising rendering the display object on the display.

14. (Currently Amended) A method, comprising:
defining visual aspects of a graphical user interface to render on a display, the graphical user interface containing at least one description of a display object to be selected;

receiving size and location information regarding the display object from an application that utilizes the graphical user interface; and

selecting the display object,

wherein the size and location of the display object are defined in accordance with a tiered sizing schema.

15. (Original) The method as recited in claim 14, wherein the tiered sizing schema defines sizes of the display object are allowed for use with the graphical user interface.

16. (Original) The method as recited in claim 14, wherein the size and location of the display object are determined by two or more bounds locations, each bound location being defined as a fraction of height and width of the bound location with respect to a height and width of the display, respectively.

17. (Original) The method as recited in claim 16, wherein the fraction of height with respect to the height of the display further comprises a percentage of the height of the display from a top edge of the display.

18. (Original) The method as recited in claim 16, wherein the fraction of width with respect to the width of the display further comprises a percentage of the width of the display from a left edge of the display.

19. (Original) The method as recited in claim 14, wherein the defining visual aspects of the graphical user interface further comprises defining visual aspects of display objects in the graphical user interface.

20. (Original) The method as recited in claim 14, wherein the defining visual aspects of the graphical user interface further comprises defining visual aspects of display objects in the graphical user interface, and wherein the defining visual aspects of the display objects is independent of defining the size and location of the display objects by the application.

21. (Canceled)

22. (Currently Amended) A system, comprising:
an application that produces a graphical user interface usable on different displays having different height, width, resolution, and operating system platform characteristics, wherein that the application defines one or more sizes of one or more display objects according to a fraction of a height and a fraction of a width of a display, such that the display objects display correctly on the different displays; and

a graphical user interface that allows selection of the one or more display objects to associate with the sizes and defines visual aspects of the one or more display objects.

23. (Original) The system as recited in claim 22, wherein the defining the display object according to a fraction of the height further comprises defining a height location for at least two bounds for each display

object, each height location being defined as a percentage of a the height of the display that the bound is located from a top edge of the display.

24. (Original) The system as recited in claim 22, wherein the defining the display object according to a fraction of the width further comprises defining a width location for at least two bounds for each display object, each width location being defined as a percentage of a the width of the display that the bound is located from a left edge of the display.

25. (Original) The system as recited in claim 22, wherein:
the application defines display objects according to a tiered sizing schema;
the visual aspects of the graphical user interface conform to the tiered sizing schema; and
the tiered sizing schema defining one or more display object sizes to which the display objects contained in the graphical user interface must conform.

26. (Original) The system as recited in claim 25, wherein the tiered sizing schema further comprises definitions for a small-sized display object, a medium-sized display object, and a large-sized display object.

27. (Original) The system as recited in claim 25, wherein the tiered sizing schema defines the sizes according to a fraction of the height and width of the display.

28. (Original) The system as recited in claim 25, wherein the tiered sizing schema defines the sizes according to a percentage of the display that the display object may occupy.